This Is Written So That You May Believe - Week #5

Pray First!

Introduction: Today we are looking at a piece of Scripture that describes Jesus demonstrating the emotion of anger. In your own words describe how culture views the expression of anger? Give examples.

Read John 2:13-22

- Why did the merchant and the moneychangers make Jesus so upset?
- Should churches sell coffee at church?

John 20:31 says, "But these are written so that you may continue to believe that Jesus is the Messiah, the Son of God, and that by believing in him you will have life by the power of his name."

How does Jesus cleansing the temple demonstrate that he is the Messiah, the Son of God?

Watch the video:

- What is something that stands out to you from today's message? Why?
- Pastor Jeff spoke about how when we think of Jesus, we think of affirming Jesus or loving Jesus. What do you think about when you think about angry Jesus?
- What knowledge and understanding did you receive, in the video's discussion of the 4 temples?
- What is the difference between righteous anger and worldly anger?
- Pastor Jeff said "That when Jesus shows up on the scene (at the temple), they were not worshiping God. They were far from him. And that were our world is at." What role does worship play in your life and the life of your family?
- Why did the Jewish leaders demand a miraculous sign? (Again, the word "sign" is a common word being echoed throughout the Gospel of John.) What is the significance of signs in the Gospel of John? Contrast Signs to Miracles? Do miracles still happen, or have they ceased?
- When Jesus comes again, what will he find? Will he be happy, angry, etc.? What does Scripture say? Romans 2:5-11. How can you be ready for Jesus' return?
- Talk about anything else that you'd like to discuss from today's lesson.

Close in Prayer – lift up the needs of your group, pray that God would continue to reveal himself to us and to those who need to know Him.

For more during the week:

- Matthew 21:12-17
- Mark 11:15-19

• Romans 2:5-11